

22. The handheld gaming machine of claim 1, wherein the at least one actuator is coupled to a housing of the handheld gaming machine.

23. The handheld gaming machine of claim 1, wherein the at least one actuator includes three actuators, each actuator being positioned along an axis that is different from the other two actuators.

24. The handheld gaming machine of claim 1, wherein the at least one 5 actuator includes four actuators.

25. The handheld gaming machine of claim 1, wherein the at least one actuator includes a permanent magnet coupled to a movable mass.

26. A method of conducting a wagering game on a handheld gaming machine, the method comprising:

receiving a wager to initiate a wagering game;

displaying the wagering game on the handheld gaming machine; and

indicating the occurrence of a wagering-game event by causing an actuator in the handheld gaming device to move a movable structure.

27. The method of claim 26, wherein the wagering-game event includes a change in game rules.

28. The method of claim 27, wherein the change in game rules comprises a change in the odds of winning an award during the wagering game.

29. The method of claim 27, wherein the change in game rules comprises a change in the type of award that can be awarded during the wagering game.

30. The method of claim 27, wherein the vibration indicating a change in game rules is a vibration consistent with a theme of the wagering game.

31. The method of claim 27, wherein the vibration indicating a change in game rules is produced independent of changes between normal game play and bonus round game play of the wagering game.

32. The method of claim 27, wherein the change in game rules comprises eligibility for bonus play.

33. The method of claim 27, wherein the change in game rules comprises eligibility to accumulate one or more game elements associated with the wagering game.

34. The method of claim 26, further comprising generating sounds through one or more speakers on the handheld gaming machine, the sounds and the vibration being synchronized to indicate the wagering-game event.

35. The method of claim 26, further comprising retrieving a vibrating profile corresponding to the wagering-game event and transmitting to the vibration device the vibrating profile, the vibrating profile being indicative of a vibration pattern, vibrating amplitude, and vibrating duration.

36. The method of claim 26, wherein the wagering-game event includes the receipt of the wager by the input device.

37. A computer readable storage medium encoded with instructions for directing a handheld gaming machine to perform the method of claim 26.

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